

CD-ROM

D!ZONE™ 150

D!
ULTIMATE
DOOM™
INTERFACE

REQUIRES
REGISTERED
VERSION OF DOOM™
OR DOOM II™

FOR DOOM™ & DOOM II™

150 NEW LEVELS

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VIOLENCE
Blood and gore



D!ZONE 150

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Introduction

Welcome to D!ZONE 150, the premier collection of add-on levels for use with DOOM and DOOM 2. D!ZONE 150 includes D! 1.3, the Ultimate Shell for DOOM and DOOM 2. D! allows you to easily load new levels, randomize items and convert DOOM levels to work with DOOM 2!

System Requirements

In order to use D!ZONE 150, you need a computer that meets the DOOM or DOOM 2 minimum system requirements. You must have a registered version of DOOM 1.666 or DOOM 2 1.666 or higher installed on your hard disk drive. **D!ZONE will not work with the shareware version of DOOM or versions prior to 1.666.** Your computer must have at least 550K of free conventional memory to use D!.

CD-ROM Installation

The D! shell must be installed on your hard disk drive. The 150 new levels (PWADS) will not be installed to the hard drive, D! will read them directly from the CD.

Place the D!ZONE 150 CD in your CD-ROM drive and make the drive active. For example, if your CD-ROM is drive D, type **D:** and press **Enter**.

Type **INSTALL** and press **Enter**.

The D! installation program will ask where to install D!. Press **Enter** to accept the default locations or use the keyboard arrows to change the destination drive.

D! Installation Menu

Please read the following information carefully to ensure that D! is properly configured for your system. Failure to enter the appropriate paths at the D! Installation Menu may result in unpredictable operation of the D! shell.

After D! has been copied to your hard disk drive, the D! Installation Menu will appear. The Installation Menu, shown below, is where you to tell D! where to find DOOM, DOOM 2 and the new levels (PWADS) on your computer system.

```
Installation Menu

Welcome to D!, the ultimate shell for DOOM, and DOOM 2 : Hell On Earth.
Before you can begin using D!, You need to enter some information about your
system. When you are finished, click the OK button at the bottom of the
screen. If you leave a question blank, then D! will assume you do not have
that version of DOOM installed on your system.

In what directory can D! find your DOOM.WAD (Registered DOOM)?

In what directory can D! find your DOOM2.WAD (DOOM 2 : Hell On Earth)?
C:\DOOM2

In what directory can D! find any external PWAD files for DOOM?

In what directory can D! find any external PWAD files for DOOM 2?
D:\LEVELS\PWADS\

Use the  and  keys to move between the questions
or click on the entry field with the mouse. When      0      C
you are finished, click on OK or press  !

(C) 1994, Simple Silly Software
```

The Installation Menu consists of four text lines, two of which refer to DOOM and two of which refer to DOOM 2. ***If you do not have both DOOM and DOOM 2, you must BACKSPACE through the lines that refer to the program you do not own.*** Make sure you use the BACKSPACE key, not the spacebar. For example, if you have DOOM 2 but not DOOM, you must BACKSPACE through the information on the first line, "In what directory can D! find your DOOM.WAD (Registered DOOM)?" and the third line, "In what directory can D! find any external PWAD files for DOOM?" as shown above.

Type in the paths and directory that D! should use to find DOOM and/or DOOM 2 on your computer system.

The lines that read "In what directory can D! find any external PWAD files..." tell D! where to look for the new levels (PWADS) on your system.

On the D!ZONE 150 CD-ROM, the PWADS are stored in the \LEVELS\PWADS\ directory.

For example, if you have the D!ZONE 150 CD-ROM and DOOM 2, you need to BACKSPACE through both lines that refer to DOOM. Then, on the line that reads "In what directory can D! find any external PWAD files for DOOM 2?" you need to type the letter that designates your CD-ROM, followed by a colon (:) a backslash (\) then LEVELS\PWADS\ If your CD-ROM drive is drive D, you would BACKSPACE through the default location then type D:\LEVELS\PWADS\ and click on OK, as shown on the Installation Menu above.

IMPORTANT NOTE: Failure to enter the proper directory for your new PWADS will cause a "D! could not find..." or "DOOM (Registered) does not exist..." error. Double check your spelling and ensure that the paths are valid before you click on OK.

Starting D!

At the DOS prompt, change to the D! directory on your hard disk. Type **CD D!** and press **ENTER**. Type **D!** and press **ENTER** to start the program.

D! Online Documentation

The latest D! documentation is available by pressing **F1** while D! is running.

Click on the up and down triangles on the right side of the screen to scroll through the documentation file, or you can use the arrow keys on your keyboard. When you are done, press the **ESC** key to return to D!.

The D! on-line documentation can be printed on IBM Proprinter & 100% compatible dot matrix printers.

The D! Screen

D! uses both the of the mouse buttons to select options and move between screens. Left clicking on a button or option selects that option. Items in green have an alternate function, which can be accessed by right clicking on the button or the brackets to the right of the option. For example, left clicking on the **ADD** button allows you to add someone to the player database, while right clicking on the **ADD** button allows you to delete a player from the database.

If you do not have a mouse, or your mouse driver isn't loaded, you can use D! with the keyboard. Press **TAB** to step through the buttons. **SHIFT-TAB** will move back through the options. Press **ENTER** to simulate a left mouse click and **CTRL-ENTER** to simulate a right mouse click.

The D! screen is divided into a number of sections, as shown below.



The bottom portion of the screen is the D! Main Menu. The Main Menu consists of twelve buttons ranging from **Just Play** which starts DOOM or DOOM 2 with any settings you have made to **Exit** which quits the program and returns you to DOS. Some of the buttons, like **Terminal**, **Already** and **Network** are used exclusively for starting multiplayer games. **Configure** brings up a series of screens that allow you to change D! options. The two buttons on the right specify which version of the game you will be using. If you only have one of the DOOM games, make sure the appropriate button is depressed before you click on **Just Play**.

The left side of the screen consists of three buttons, **Add**, **Update** and **Listing**. These buttons are used to access and modify the player database, which stores the names and phone numbers of people who you play multiplayer games against.

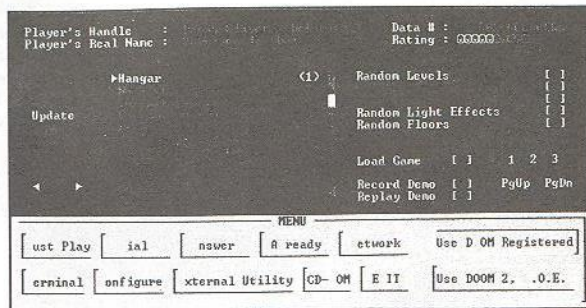
The top of the screen is called the Personal Information section. This section lists the name, phone number and rating of the player who is currently selected in the player database. If you click on **Dial**, this is the player that D! will call. The database always contains a default player that is used for single user games.

The center of the screen is called the Options Page. D! has three pages of Options. Options Page 1 (shown above) allows you to select the skill level and episode (DOOM only, DOOM 2 consists of a single episode) and other game options. Options Page 2 is the most important Options Page because it contains the PWAD Selection Menu that allows you to load the additional levels (PWADS). Options Page 3 allows you to keep notes on the players in the database.

You can move to Options Page 2 and 3 by clicking in the **PgUp** and **PgDn** boxes on the right side of the screen. You can move to a specific page by clicking on the page number above **PgUp** and **PgDn**.

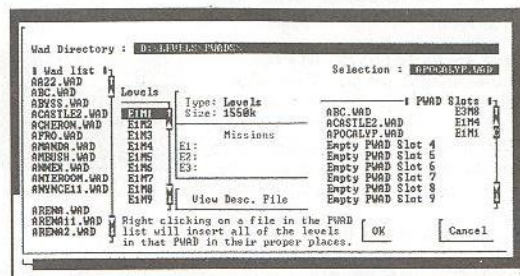
Loading Levels (PWADS)

A PWAD is a patch file that modifies certain aspects of DOOM or DOOM 2, such as changing the map or adding new graphics or music. PWADS are temporary changes that are stored in a temporary file. D! takes care of loading the PWAD and starting DOOM or DOOM 2, so you do not have to make any modifications to your DOOM or DOOM 2 game. PWADS are loaded from D!'s Options Page 2, shown below. To go to Options Page 2, **LEFT** click on the PgDn box at the right side of the screen.



In the center of Options Page 2 is the Levels/PWADS list box. This box lists the original missions or any PWADS that are loaded. If you are using DOOM, you will see Hanger, Nuclear Plant, and so on, as shown below. If you are using DOOM 2, you will see Entryway, Underhalls, and so on.

Move your mouse pointer anywhere in the Levels/PWADS list box, and click your **RIGHT** mouse button. This brings up the PWAD Selection Menu, shown below.



On the left side of the PWAD Selection menu is the WAD list. This is the list of all your new WAD files. Scroll through the WAD list by clicking on the up and down arrows with the mouse, or use the Page Up, Page Down, Home or End keys.

In order to play a WAD, you must select it and insert it into an empty PWAD slot. PWAD slots are shown on the right side of the PWAD Selection screen.

To select a single level from a WAD and insert it into a PWAD Slot, **LEFT** click on the WAD name in the WAD list. **LEFT** click on the level (i.e. E1M6) under the Levels box. The selected level will be inserted into the selected PWAD slot. The selected PWAD slot has a yellow triangle to the left. You can insert levels into the PWAD slots in any order. You can clear a PWAD slot by **RIGHT** clicking on it. You can clear all the PWAD slots by **LEFT** clicking on the C at the upper right of the PWAD Slot list.

To select and place all the levels from a WAD file into the proper PWAD slots (i.e. E1M1 before E1M2), click on the WAD name with the **RIGHT** button.

Click **OK** to return to the D! Main Menu. Click **Just Play** to run DOOM or DOOM 2 and play the selected PWADS. If you are using DOOM 2, you will be asked to select a conversion script. There are four options, from Mild to Hell. Click on the script you wish to use, then click on **OK**.

Randomization

One of D!'s most interesting features is the ability to randomly place items throughout your loaded levels. You can also randomize levels, lights, and floors that cause damage when crossed.

Randomization options are found on Options Page 2, to the right of the Levels/PWADS list box. Clicking with your **LEFT** button between the brackets [] selects the option. Items listed in green have alternate functions. **LEFT** clicking in the brackets selects the option, while **RIGHT** clicking in the brackets will display a menu that allows you to modify the options. For example, **RIGHT** clicking in the brackets for Random Items displays the Randomization Settings menu, shown below.

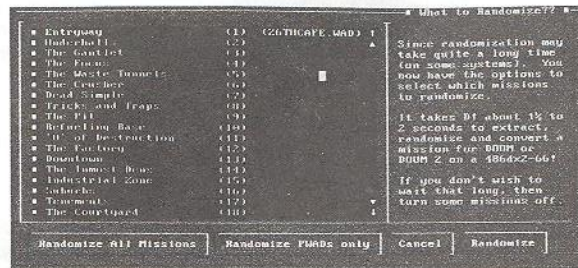


The Randomization Settings screen allows you to place any characters or items in your game. If you want to face off against Pain Elementals with nothing more than a chainsaw, this is where you define it. You can also randomize DOOM 2 characters, weapons and items into PWADS that were designed for DOOM. Items listed in green on the Item Randomization menu are available only if using DOOM 2, these items are simply ignored if you are using DOOM.

Enter a percentage for the items you want to appear in your game. Watch your total percentage under the right column. *Make sure your percentage total is not above 100% when you click on Save to return to the Main Menu.*

Clicking the **Default %** button inserts the default values for an ideal Deathmatch game. Clicking the **Zero** button erases all the values, allowing you to start from zero.

When you click **Just Play** at the D! Main Menu, you will be asked to choose whether to randomize all missions or PWADS only. Randomizing all missions invokes your randomization settings in the PWADS you are loading and throughout the remaining DOOM or DOOM 2 levels. *This can take a substantial amount of time.* If you are interested in playing only the PWADS you are loading, click the **Randomize PWADS Only** button. Randomizing the PWADS is much faster than randomizing all missions. After you have selected which levels to randomize, click the **Randomize** button to start the randomization process.



D! will then ask for a random number seed that will be used in the randomization process. You can type in a number or have D! generate a seed number for you. After you have a number, click on **Use This Seed**. If you find that a level you have randomized is too difficult, say you start out next to a Cyberdemon armed only with your trusty pistol, you can change the random number seed to have D! recalculate the placement of items in the level.

D! Troubleshooting

- **Press F1 to view the D! documentation.**

The online documentation file contains detailed information regarding the use of D!. You can print the documentation on IBM Proprinter or 100% compatible printers.

- **Make sure you pressed the proper program button.**

If you have only one of the DOOM programs installed, make sure you have the proper program button depressed before you click **Just Play**. Do not depress the DOOM button if you only have DOOM 2 installed and vice versa.

- **If you cannot find the new levels, check the configuration of your paths.**

Click the **Configure** button. If you have only one of the DOOM programs installed, DOOM 2 and not DOOM for example, the lines that refer to the other program, i.e. "DOOM's Directory:" must read <none> on the D! configuration screen. *If these lines do not say "<none>", D! has been improperly configured!* **BACKSPACE** through the offending lines and click **SAVE**. *Do not type <none> on these lines.* The default file locations are listed under Installation Menu on this reference card. To load PWADS from the D!ZONE CD, for example, the "...PWADS are at" lines must reflect the letter of your CD-ROM drive followed by :LEVELS\PWADS\.

- **If your computer locks up, make sure "Load Game" is not selected.**

If you select **Load Game** on Options Screen 1, *you must have exactly the same PWADS loaded into the same PWAD slots as were loaded when you saved the game!* Selecting **Load Game** without the exact same PWADS loaded in the same PWAD slots, will cause an error.

- **I get a "Sorry, there is no description" message when I click the View Desc. File button.**

Not all of the WAD files on the D!ZONE 150 CD-ROM have description files. The description files provide information on the WAD author and how the level was created.

- **Hey! There aren't any bad guys!**

If you are using D!'s Randomization feature, make sure you have percentages entered for your favorite monsters. A few of the PWAD files were designed with Deathmatch play in mind. Typically, a Deathmatch PWAD will not have any monsters. If you are playing solo, use D!'s Randomization feature to randomize your favorite bad guys into the level.

- **If you see no difference when you load a level, verify the DOOM version.**

D! requires the registered version of DOOM 1.666 or higher. When you start DOOM, you should see a version number followed by a message that reads "This version is not shareware. Do not distribute!". If you are using the shareware version or a version prior to 1.666, contact ID Software to obtain the current registered version.

- **If you encounter runtime errors, check your free conventional memory.**

You must have 550K of free conventional memory for D! to launch DOOM or DOOM 2, if you do not have 550K free you may encounter run time errors. Use the MEM command to determine your **Largest Executable Program Size**. If it is less than 550K, you will need to REM out items in AUTOEXEC.BAT. or, if you use DOS 6, you can use Memmaker to move TSR programs into upper memory. *Please refer to your DOS manual for specific information on configuring memory manually or with Memmaker and AUTOEXEC.BAT.*

- **Make sure you are in DOS, not at a Windows DOS prompt.**

DOOM, DOOM 2 and D!ZONE are DOS programs. The MS-DOS prompt available in Windows looks like DOS, but does not always act like DOS. Make sure you exit Windows by clicking on FILE then EXIT from the Windows Program Manager.

Technical Support

WizardWorks provides technical support Monday through Friday between 9 a.m. and 4 p.m. Central Time. Technicians are available to answer your questions regarding configuration and use of the D! shell. WizardWorks cannot provide technical support for DOOM or DOOM 2. WizardWorks also offers a technical support BBS that is available 24 hours a day.

Technical Support
612-559-5301

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612-559-6197

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DIZONE 150

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